Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

3+ **7+** **12+** **16+** **18+**

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES-54153-UK

1-2 Players • Memory Card (8MB) (for PlayStation®2) : 400 KB minimum • Multitap (for PlayStation®2) adaptable: 1-4 Players • Analog Control Compatible: all buttons
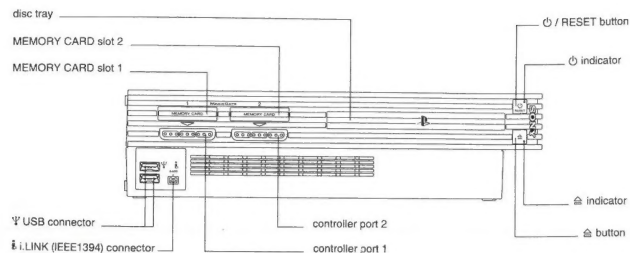

Thank you for purchasing Virtua Pro Football™. Please note that this software is designed for use with the PlayStation®2 computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

CONTENTS

GETTING STARTED

disc tray

MEMORY CARD slot 2

MEMORY CARD slot 1

Ⓒ / RESET button

Ⓒ indicator

⏏ indicator

⏏ button

Ψ USB connector

i.LINK (IEEE1394) connector

controller port 2

controller port 1

Note: Illustration may not match all console types. For owners of SCPH-70000series systems, refer to the setup Instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the Ⓒ/RESET button. When the Ⓒ indicator lights up, press the ⏏ button and the disc tray will open. Place the Virtua Pro Football™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

⚽ Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, please insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your console before you turn ON the game. You can load saved game data from a Memory Card (8MB) (for PlayStation®2) containing previously saved games.

A minimum of 400KB free space is required to create a System Data – other data are as detailed below. Do not remove the Memory Card (8MB) (for PlayStation®2) while loading or saving is in progress.

■ Competition Data (670KB per data) ■ Player Mode Data (200KB per data)
■ Tactics Data (130KB per data)

CAUTION: This game will allow you to autosave your System Data by turning On the Auto Save Settings from the GAME OPTIONS (p.10). Insertion of a Memory Card (8MB) (for PlayStation®2) after boot up may result in data being overwritten.
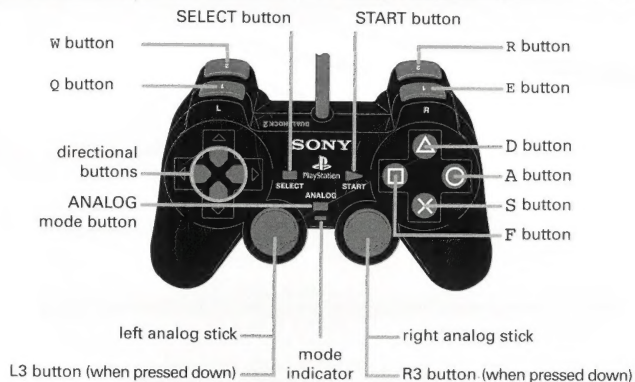
⚽ 50Hz / 60Hz Video Mode

When you start the game, you can choose between PAL(50Hz) or NTSC(60Hz) mode. Select the test option to check your TV's compatibility.

CONTROLLER

Virtua Pro Football™ is a one to four player game compatible with the Analog Controller (DUALSHOCK®2) and the Multitap (for PlayStation®2).

⚽ Analog Controller (DUALSHOCK®2)

SELECT button START button

W button

Q button

directional buttons

ANALOG mode button

R button

E button

D button

A button

S button

F button

SONY

left analog stick

right analog stick

mode indicator

L3 button (when pressed down)

R3 button (when pressed down)

⚽ Multitap (for PlayStation®2)

Connect the Multitap (for PlayStation®2) to controller port 2 to enjoy a multi-player game up to four players. Connect one controller to controller port 1, then connect other players' controllers sequentially to controller ports 2-A to 2-C.
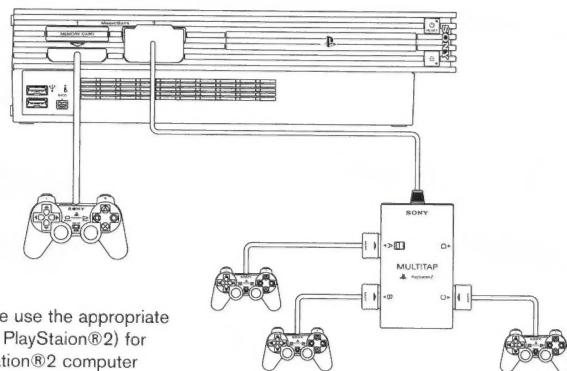
MULTITAP

Note: Please use the appropriate Multitap (for PlayStaion®2) for your PlayStation®2 computer entertainment system.

GAME CONTROLS

MENU

Directional buttons	Select Menu Option
✕ button	Enter Selection
△ button	Cancel (Back)

OFFENCE

Left analog stick Directional buttons	Move Player / Dribble and Move
R1 button	Dash Dribble (Sprint) / Ignore Pass
✕ button	Short Pass
⊙ button (hold & release)	Long Pass / Cross Ball
△ button	Through Ball
▢ button (hold & release)	Shoot / Clear
L1 + ✕ button	Initiate One-Two Pass
L1 + ⊙ button	Cross Ball
L1 + △ button	Lobbed Through Ball
L2 + R2 button	Stop Dribble
L2 + ⊙/✕/△ button	Early Cross
R2 button	Enter 1 on 1 Mode / Stop Dribble

DEFENCE

Left analog stick Directional buttons	Move Player
R1 button (hold)	Sprint
✕ button	Pressure Ball Carrier / Tackle
⊙ button	Sliding Tackle
△ button	Charge Goalkeeper
▢ button	Delay Defence
L1 button	Switch Player
L2 button	Help on Defence
R2 button	Face the Ball

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GAME CONTROLS

GOAL KEEPER (ball in possession)

Left analog stick Directional buttons	Move Player
✕ button	Underhand Throw
⊙ button	Punt Kick
▢ button	Overhand Throw

OFFENCE (1 on 1)

Left analog stick Directional buttons	1 on 1 Command Input / Kick Direction
✕ button	Short Pass
⊙ button (hold & release)	Long Pass
△ button	Through Ball
▢ button (hold & release)	Shoot
↖/←/↙ + R1 button	Cut Towards Left
↗/→/↘ + R1 button	Cut Towards Right
↖/←/↙ + R2 button	Fake Towards Left
↗/→/↘ + R2 button	Fake Towards Right
← – [→ + R2 button]	Head Fake
L1 + △ button	Lobbed Through Ball
L1 + ⊙ button	Cross Ball
L2 + ⊙ button	Early Cross

DEFENCE (1 on 1)

Direction input + ⊙ button	Slide
Direction input + ✕ button	Tackle

THROW-INS

⊙ button	Long Throw
✕ button	Short Throw

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GAME CONTROLS

⚽ Dribble   left analog stick/directional buttons

Use the left analog stick/directional buttons to dribble the ball once your selected player has gained control of the ball. To stop dribbling, press the **R2** button to stop and face the opponent's goal, or press the **R2** and **L2** button to stop and face your own goal. Note that you can face any direction at the stop by entering the direction while stopping the dribble using the **R2** button.

Hold down the **R1** button during the dribble to perform the Dash Dribble. When the Dash Dribble is used, releasing the **R1** button and pressing it again (pressure sensitive) to control the distance of your dribble. Note that the player's ability to turn during the Dash Dribble will significantly decrease.

⚽ Short Pass   ✕ button (tap/hold down)

Two types of Short Pass can be executed from the ground. Tap the ✕ button for a close range pass that involves less risk of giving away the ball, or hold down the ✕ button for a transitional pass with distance.

*Distance of the pass varies according to your analog input.

⚽ Long Pass   ◉ button (hold down & release)

For a longer pass that travels above the ground, hold down the ◉ button and deliver the Long Pass to any direction on the field. To adjust the distance of the pass, time the release of the button using the Kick Gauge (p.18) which appears in the bottom of the screen (above the Player Information Window). The longer your Kick Gauge, the further the pass will travel.

*If player attempts to perform a long pass when they are on either left or right side of the penalty area, the pass will be converted into a cross ball regardless of the direction player enters during the pass.

⚽ Through Pass   ▲ button (tap/hold down)

There are two types of through balls – tap the button for a shorter range through pass, or hold down the button for a longer through ball that can be fed behind the defence line.

*Distance of the pass varies according to your analog input.

⚽ Lobbed Through Pass   **L1** + ▲ button

Feed a lofted through ball over the defenders. Use the Kick Gauge (as with the Long Pass) to control the distance of the pass.

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GAME CONTROLS

⚽ One-two Combination   **L1** button + ✕ button

To initiate a one-two combination pass, hold down the **L1** button and press the ✕ button from the dribble. Once the pass is fed, the initial passer will run towards the opponent's goal. To successfully return the ball to the initial passer, you must enter the ✕ button before the ball connects to your first pass receiver.

⚽ Cross Ball   **L1** button + ◉ button

Deliver a cross ball to your strikers inside of the opponent's penalty box. Depending on the distance (length of Kick Gauge) and/or the position of your passer, the Long Pass can be converted into a cross ball.

*Long pass from the left or right side of the penalty area will be converted into a cross ball regardless of the direction the player enters during the pass.

⚽ Early Cross   **L2** button + Pass

Deliver a cross ball into an open area towards the opponent's penalty box. Note that an Early Cross can also be fed from both left and right side of the opponent's penalty box.

⚽ Shoot   ◉ button

There are four types of shots for the finish. Depending on the strength and length of your input (◉ button), you can shoot a weak ground ball, a low-fast ball, a curve ball, or a high-strong ball. To lob a shot over the goalie's head, hold down the **L2** button and press the ◉ button. For a direct shot, press the ◉ button at the appropriate time and place when the pass/cross is coming towards your selected player.

⚽ Press Defence   ✕ button

Hold down the ✕ button during defence to immediately attack the opposing player with the ball. Use the left analog stick/directional buttons in conjunction with the Press Defence to pressure the target player manually.

⚽ Delay Defence   ◉ button

Hold down the ◉ button during defence to automatically move your player in position to stop the opponent. Use the left analog stick/directional buttons in conjunction with the Delay Defence to mark the opponents manually.

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GOING 1 ON 1

The offensive player can initiate a special man-to-man situation with his defender. The attacking player can pass the defender using one of the '1 on 1 moves', or they can choose to shoot for goal or pass to a team-mate. If you are the defender, your job is to tackle the attacking player.

Offence

When the Player Cursor of your selected player turns red (see right), press the R2 button and challenge your defender for a 1 on 1. Once the screen is focused on the two players, input the commands of the 1 on 1 move (see below) whilst holding down the R1 button to dribble pass your defender. To off balance your opponent, move the left analog stick whilst holding down the R2 button and use the fakes that will sell your moves.

| Type of Move	Direction	Commands
Lunge	Diagonally Forward	← + R1 button / ← + R2 button
Feint A	Diagonally Forward	← – [→ + R1 button]
Feint B	Diagonally Forward	→ – ← – [← + R1 button]
Feint C	Diagonally Forward	→ – ← – [→ + R1 button]
Feint D	Diagonally Forward	→ – → – [→ + R1 button]
Rainbow	Directly Forward	↓ – [↑ + R1 button]
Nutmeg	Directly Forward	↑ – [↑ + R1 button]
Counter Move A	Directly Forward	R1 / ← + R1 (when attacked)
Counter Move B	Varies by player	→ + R1 (when attacked)
Fake	On Site	R2 button

Variation of 1 on 1 Moves

Depending on the players, the above commands will result in a different variation of the particular move. Along with the basic 1 on 1 moves listed above, there are special moves available for the star players of the team.

Defence

When you are on the defensive end of a 1 on 1, you must stop the opponent using the left analog stick / directional buttons and ⊗ / ◉ button (tackle / slide) at the perfect timing. The defender can make their move at anytime, however, if the offensive player successfully avoids your attack with his move, he will pass by your defence and advance towards the goal.

MAIN MENU

Press any button at the Title Screen to bring up the Main Menu, and use the directional buttons ↑ / ↓ to choose from the following modes.
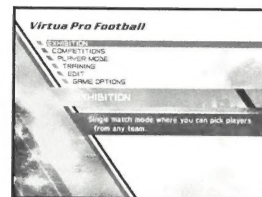
EXHIBITION

Choose your favourite team and play a match. If you wish to change the Match Settings (p.17) for your friendly, play from the **NORMAL START**.

COMPETITIONS

Select your team(s) and aim for the championship in the league or the cup competition of your choice. Regulations, number of teams, and number of User Teams cannot be modified in some competitons.

PLAYER MODE

Create a football player and train hard from the second league. Develop the skill sets of your player through series of practice, league competitions and variety of events to become the shining star of the top league.

TRAINING

Set the condition of the training, and practice the game. You can also concentrate on 1 on 1, set plays, or even attempt the training of the Player Mode.

EDIT

Modify a particular player or an entire team and use them in the Exhibition and Competitions. If you wish to create a completely new club team, you can also redesign the uniforms, flag, and emblem for your very own club.

GAME OPTIONS

Modify various game settings, manage your saved game data, and browse your match records.

GAME OPTIONS

Select **GAME OPTIONS** from the Main Menu to bring up the Game Options Screen to adjust or view the following items.
Options such as Button Configuration and Audio Settings can be accessed and changed through other modes.
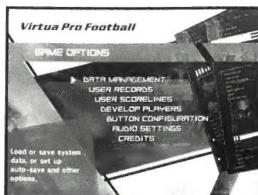
▌DATA MANAGEMENT

Save or Load the System Data, or delete your existing saved data. The option to turn on/off the autosave feature can also be accessed from here.

▌USER RECORDS

Up to four separate Users per System Data can be recorded, and you can access all of their records from the User Records Screen. Use the **L1** / **R1** button to cycle through the four Users.

▌USER SCORELINES

View the match records between the Users.

▌DEVELOP PLAYERS

Check all of the players you've developed in the Player Mode. Note that you can also delete a player you registered from here.

▌BUTTON CONFIGURATION

Rearrange the button assignments for each of the controllers connected to your console. Use the directional buttons to highlight an action and press the ❌ button to select, then highlight another button to switch the moves. Select **Default** to reset your configuration to its original state.

▌AUDIO SETTINGS

Change the type of sound output (stereo/monaural), commentator's language, and the type of ambient noise of the stadium. Volume settings of music, sound effects, commentator, and spectators are also available.

▌CREDITS

Show the credit roll of the people behind Virtua Pro Football.

SETTING UP

Before you step onto the pitch for the next match, set up the following settings to play the game based on your preference. Settings such as Controller Settings and Game Settings can be adjusted during the game from the Pause Menu.

CONTROLLER SETTINGS

Each player will use the directional buttons ← / → to choose Home or Away. Press the ▲ button and use ← / → to select the User Name, and the **L1** / **R1** and **L2** / **R2** buttons to switch the Player Cursor settings detailed below. Note that your Memory Card (8MB) (PlayStation®2) must be inserted into the MEMORY CARD slot 1 to use your unique User Name.
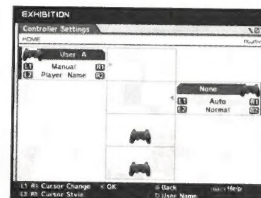
▌CURSOR CHANGE (TOP)

Auto	A different player is selected automatically but also manually when your player is not handling the ball.
Manual	Players selected manually when you don't have the ball.

▌CURSOR TYPE (BOTTOM)

Default	The number of your controller, sequentially numbered 1 to 4 from the top is displayed above the Player Cursor.
User Name	Your User Name is displayed above the Player Cursor.
Player Name	The selected player's name is displayed above the Player Cursor.

TEAM SELECTION

Use the directional buttons to choose your team. Press the **L1** / **R1** button to change the group of teams on the screen. If you are playing a single player Exhibition match, you will also select the opponent's team.
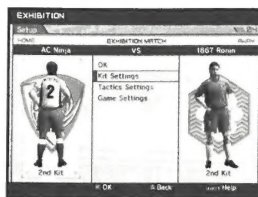The line graph displayed in the centre is the parameter levels of the highlighted team(s).

For the Exhibition match, the blue lines represent the home team, and the red lines represent the away team.

SETTING UP

KIT SETTINGS

Select **Kit Settings** from the Setup Screen to change the selected team's uniform. Use the directional buttons ← / → to switch the uniform.

TACTICS SETTINGS

Select **Tactics Settings** from the Setup Screen to change the tactical settings regarding your team's players, formations, playbooks and more. In the Tactics Settings Screen, the left and top-centre section are the home team's settings, and the right and bottom-centre section are the away team's.

▐ PLAYER SUBSTITUTION

Select **Player Substitution** to change the starting players and the reserve players. To interchange players, use the directional buttons ↑ / ↓ to highlight a player from the list and press the ✖ button to select the player to be removed, then move ↑ / ↓ to select the player who will be taking his position. Refer to the player(s) parameters (press ◉) to help you find the right player for your squad. Note that the top eleven players on the list are your starters, and the twelfth player down to the second blue line are your reserves.

▐ TEAM SETUP

Use the directional buttons ↑ / ↓ to highlight a setting from the list and press the ✖ button, then select the setting from the menu option or make your adjustments from the Tactics Setting Chart (see next page).

Reset Formation	Change the formation of your team. Select **Default System** to use the default formation, or **Original System** to use the formation of the previous match.
Position Edit	Adjust the position of each player on the pitch using the formation chart displayed in the centre of the screen.
Change Tactics	Change the overall tactics of your team's offence.

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SETTING UP

Customise Tactics	Change the details of your team's tactics using the chart displayed in the centre of the screen.
Combination Settings	Choose 3 combination plays for each attack situation – Centre Attack, Side Attack, and Counter Attack.
Play Book Settings	Choose your options for the Free Kick/Corner Kick.
Tactics Setup	Choose one of the three tactics (A, B, or C). To copy the selected tactic set, press the ◉ button and select the other tactic slot, then, press the ✖ button.

TACTIC SETTING CHARTS

Many of the changes for Tactics Settings require you to use the unique chart in the centre of the screen. Use the directional buttons to modify each of the settings based on the information provided.

▐ PLAYER SETTINGS

Style of Play	Change the play style of each player on the pitch. The styles and their aptitude will vary by the player.
Man to Man Mark	Select a player and assign him to mark one of the opponents' players throughout the match.
Kicker Selection	Assign the kickers for corner kicks (left side/right side), free kicks (short/long), and penalty kick.
Captain Selection	Pick a new team leader from one of the players on the pitch.

▐ EASY TACTICS

To quickly set up your team's tactics, select one of the sample tactics and organise your formation. By selecting **Quick Players Settings**, the Player Settings (see above) will be automatically set to the most ideal terms.

▐ OPTION

Save or load your customised Tactics Settings to your Memory Card (8MB) (PlayStation®2). Select the MEMORY CARD slot where your Memory Card (8MB) (PlayStation®2) is inserted, and then save or load the complete tactics setup. Note that 130 KB is required to save your team's Tactics Settings. By selecting **Default**, the Tactics Settings in the game will be reset to the default setup.

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PLAYER PARAMETERS

Press the ● button to cycle through the list of the player's skills when you are changing any of the player-based settings of the Tactics Settings (such as Player Substitution and Player Settings). Use the directional buttons ↑ / ↓ to check the other players' parameters and the ● button to change and close the list.

The following player parameters are categorised and listed exactly how they appear when you press the ● button twice to display the parameters from the Tactics Settings Screen.

Offence	Description
Dribble Pace	Determines the quickness of the player in the dribble.
Dribble Skill	Determines how well the player turns in the dribble.
Shot Skill	Success rate of shooting and scoring a goal.
Short Pass Skill	Determines the accuracy of the Short Pass.
Long Pass Skill	Determines the accuracy of the Long Pass.
Cross Skill	Determines the accuracy of the cross.
Header Skill	Determines the accuracy of the header.

Defence	Description
Tackle	Determines the defence range (tackle range).
Intercept	Ability to intercept a pass.
Ball seizure	Ability to take away the ball.
Marking	Determines how well the player follows a marked player.
1 on 1 Response	Determines how fast the player responds during 1 on 1.
Saving	Goalie's ability to save the ball.
Catching	Goalie's ability to catch the ball (less likely to drop ball).
Aerial Ability	Goalie's ability to stop the ball in mid air.
Rushing Out	Determines how quickly the goalie can charge the ball.

Skill	Description
Shot Technique	Ability to shoot a lofted shot or a soft shot.
Cross Technique	Ability to kick a difficult cross.
Trap	Determines how well the player receives the pass.
Ball Keeping	Determines how well the player keeps the ball to his feet.
Placekick Skill	Determines the accuracy of the placekicks.

Physical	Description
Pace	Determines the top speed of the player's dash.
Acceleration	Determines how long it takes to reach the top speed.
Jump	Determines how high the player jumps.
Agility	Determines how fast the player reacts to the free ball.
Body Balance	Determines how durable the player is when tackled.
Stamina	Changes the maximum level of the player's Stamina Gauge.
Kick Strength	Determines the strength of pass, shot, and long kicks.
Contact Strength	Determines the strength of his physical contacts (charges).

| Mentality	Description
Leadership	Determines how well the player boosts his mates.
Consistency	Determines the stability of the player's condition.
Attack Minded	Willingness to overlap: Quick defence-to-offence shift.
Defence Minded	Willingness to cover: Quick defence-to-offence shift.
Supportiveness	Willingness to support: Quickly backing up other players.
Vision	Determines how well the player sees other players.

Style of Play	Description
Centre Forward	Striker who tends to occupy the opponent's penalty area.
Moving	An attacker who pushes forward from midfield.
Target Man	A forward who holds the ball up in attack.
Darting Run	An attacker who takes on defenders with the ball at his feet..
Second Attacker	An attacker who is just a short pass away and ready to assist.
Wings	Player who will move wide in the opponents' side of the field.
Playmaker	A key player who controls and dominates play.
Shadow Striker	An attacker who moves forward when the offence is setup.
Attacker	Positioned freely in the opponents' end for the short passes.
Dynamo	All-purpose midfielder who plays both defence and offence.
Hard Marker	A close-marking defender who goes in hard for the ball.
Anchor	A defender who is capable of covering behind the backline.
Central Midfielder	An all-rounder who plays both offence and defence.
Side Attacker	MF or SB who will move wide to support the winger.
Wing Forward	Positioned on the side, but move into the middle for offence.
Wing Half	Defensive-minded Wing player who can cover the defence line.
Sweeper	Defensive player who plays behind the backline.
Libero	A Sweeper who will move forward in support of attacks.
Stopper	A defender who concentrates on stopping the forwards.
Centre Back	A central defender who will mark and cover the strikers.
Orthodox	A goalkeeper who is anchored in front of the goal area.
Libero GK	A goalkeeper who will actively help outside the penalty box.

Special Skill	Description
Covering	Ability to respond in a zone defence.
Line Control	Ability to position and control the backline.
PK Kicker	Ability to successfully shoot the PK into the goal.
PK Goal Keeper	Ability to respond and stop the shot in a PK.
Shot on 1 on 1	Ability to score a goal from a 1 on 1 situation.
GK on 1 on 1	Ability to stop the shot in a 1 on 1 situation.
Long Throw	Ability to throw-in a long pass from the sideline.
Super Sub	Determines how well the player can play from the bench.
Ball Feeding	Ability to kick a strong low-fast ball.
Positioning	Ability to be free near the opponent's goal area.
Fine Saving	Ability to make one great save after another.
Acrobatic Play	Ability to make super plays such as overhead shots.
First Touch Shot	Ability to directly shoot the cross ball.
Controlled Shot	Ability to shoot from difficult angles/controlling curve balls.
Good Positioning	Willingness to position himself near the goal after the shot.
Through Ball	Ability to search and make the perfect through ball.

GAME SETTINGS

Select **Game Settings** from the Setup Screen to change cut-scene, camera, and game display settings of the match and some options from the Game Options (p.10). Once the menu is displayed, use the directional buttons ↑/↓ to select one of the menu items and use ←/→ to change the setting.
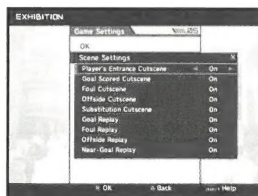
Scene Settings — Turn On/Off cutscenes and replays of the game.

Camera Settings — Select the angle and range of the camera.

Screen Settings — Turn On/Off each display item on the game screen.

Button Configuration — Change the button assignments (see p.10).

Audio Settings — Adjust various sound settings (see p.10).

Please refer to p.18 to learn more about each of the screen displays that can be switched on/off from the **Screen Settings**.

MATCH SETTINGS

Adjust the available settings of the competition before the kickoff. The settings below are available for the Exhibition match (NORMAL START). For Competitions and Player Mode, the regulation-specific settings (such as Extra Time and Maximum Subs Used) and location based settings may not be adjusted.
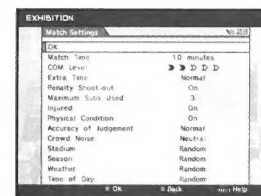
Match Time — Adjust the actual game time of the fixture.

COM Level — Adjust the level of COM team for a single player game.

Extra Time — Select type of extra time from **Normal**, **Silver Goal**, **Golden Goal**, or **Off** to determine the winner of the match.

Penalty Shoot-out — Choose whether or not to have the PK shoot-out to decide the match after the normal extra time.

Maximum Subs Used — Choose the number of substitutions allowed per team in a single match.

Injured — Choose whether or not to have injuries in the match.

Physical Condition — Implement the players' physical conditions (such as injuries) to determine each player's performance.

Accuracy of Judgement — Choose how strict the referees will be calling the match.

Crowd Noise — Select a neutral crowd or a crowd cheering for the home team.

Stadium — Choose from one of the available stadiums or select **Random**.

Season — Choose from one of the available seasons or select **Random**.

Weather — Choose from one of the available weather conditions or select **Random**.

Time of Day — Choose either **Day**, **Night**, or select **Random**.

GAME DISPLAY

The following are the two types of screen display format which changes according to your selected **Camera Settings** (Camera Type).

Side

Vertical

❶ Score
Current score of the match.

❷ Game Clock
First half starts from **0:00** and second half from **45:00**.

❸ Kick Gauge
Gauge that measures the height of the kick. Appears when the shot button or the Long Pass button is used.

❹ Player Information Window
Name, position, uniform number, Stamina Gauge, yellow card indicator and injury icon.

Whenever the player is sprinting, a short-term Stamina Gauge (blue) will be displayed instead of the normal Stamina Gauge.

❺ Tactics Icon
Use the right analog stick ↑/↓ to change the team's tactics during the match from one of three (A, B, and C) tactics you customised in the Tactics Settings (p.12).

❻ Attack Level
Use the right analog stick ←/→ to change the offence/defence level.

❼ Radar
Check the position of the players and the ball on the pitch.

The Radar during 1 on 1 will only display the players within a 20-metre range.

NOTE: If two or more users are on the same team, it's best to keep the Cursor Type (p.11) to its default setting so your controller number appears above your players.

1 on 1 Icon

If your player is in a possible 1 on 1 situation, the Player Cursor will turn red as well as the 1 on 1 Icon (see right) will appear above the Player Information Window to display the name of your 1 on 1 opponent.

18

PLAY BOOK (FK/CK)

Narrow down the options for your Free Kicks and Corner Kicks of the match from the **Tactics Settings** (p.12), and select from the available plays when the team earns a chance to kick the set piece.

PLAY BOOK SETTINGS

Select **Play Book Settings** from the Team Setup menu (p.13) to choose your set plays (Free Kick or Corner Kick).

▌FREE KICK

First, use the **L1** / **R1** button to select a location of the field from where the free kick will take place. Next, use the directional buttons to highlight one of the four setups and read the description on the lower left box to confirm its objectives. Press the ❽ button to change the plays of the highlighted setup.

To change the play of the selected setup (either Direct or Indirect play), highlight one of the unassigned plays and press the ❽ button.

▌CORNER KICK

Highlight one of the four corner kick plays from the left of the screen and press the ❽ button to change what will be available for the match.

To change the play of the selected setup (either Normal or Trick play), highlight one of the unassigned plays and press the ❽ button.

19

PLAY BOOK (FK/CK)
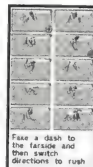
PLAYBOOK SELECTION

The Playbook Selection Screen will be displayed if your player fouls or is fouled within 30 metres from the Goal Line (for a FK), or when your player kicks the ball across your own Goal Line (for a CK). Select one of the four plays – ⊗ / ◎ / △ / ⬛ buttons are assigned with one of the plays illustrated on the screen.
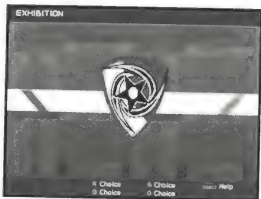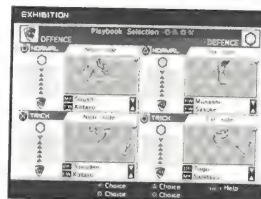
Depending on what your opposition have decided, your play will be considered advantageous over the other. If you find your team's emblem at the end of the Playbook sequence, your team has the advantage in terms of what is setup for the play.

EXECUTE SET PLAY

If you are on the offensive end of a set piece, the game will return to the pitch from the position of the kick. If you wish to change the kicker for the CK, press the START button and select **Kicker Selection** from the Pause Menu.

Defensive set play will vary depending on the kick (FK/CK). During the FK, you are allowed to change your players, but for a CK, you will be assigned to the key player named in the Playbook screen – you cannot switch players untill the Player Cursor (displayed "AUTO") returns to its normal state.

For the FK, use the left analog stick/directional buttons to adjust the direction of the kick and press the pass button (Short Pass/Long Pass) or the ⬛ button to shoot.

– FREE KICK –

For the CK, enter the ⊗ / ◎ / ⬛ button to proceed with the play you've selected from the Playbook. Note that the play will not be able to redirect the play until the Player Cursor (displayed "AUTO") returns to its normal state.

– CORNER KICK –

COMPETITIONS

Select **COMPETITIONS** from the Main Menu to bring up the Competitions Selection Screen to select the following items. To continue the game from where you previously saved, select **DATA LOAD** and load your game data. Refer to the tables found in p.23 to 26 for details of the competitions' regulations.
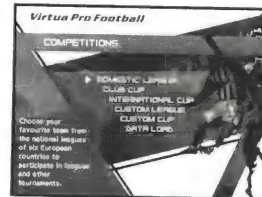
∎ DOMESTIC LEAGUE

Select one of the six domestic leagues and pick your team to compete in the division for a full season. Depending on where you rank at the end of the season, your team will move up or down a division for the next season. The game is over if you are relegated from the lowest division.

∎ CLUB CUP

Select one of eight club competitions and pick your team(s). The game will end if all of your teams are eliminated from the competition or has won it all.

∎ INTERNATIONAL CUP

Select one of the five international competitions and pick the national team(s). The game will end if all of your teams are eliminated in the group stage or the knockout stage or has won the competition.

∎ CUSTOM LEAGUE

Set the number of teams (a maximum of 24 teams) in the league and enter any teams for a full season of competitions. The league schedule can be arranged in either One Match or Home & Away competition.

∎ CUSTOM CUP

Set the number of teams (a maximum of 32 teams) and enter any type of teams for the custom competition. The game will end if all of your teams are eliminated in group stage or knockout stage or has won the competition.

∎ DATA LOAD

Load your previously saved Competitions Data (a minimum of 670 KB per data) from your Memory Card (8MB) (PlayStation®2).

COMPETITIONS

COMPETITIONS SETTINGS

The options of the Competitions Settings will vary by the competition you've chosen. On this screen, start from the top option which determines the name of the league or cup you wish to enter.

With the exception of Domestic League, the Users may select multiple teams in the same competition by changing the **User Teams**.
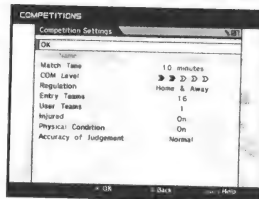
Regulation for Cup competitions (including Group Stage and Knockout Stage) are all predetermined except for the Custom Cup. In the Custom Cup you may set up the competition to have or not have the preliminary group stage and also choose the number of head-to-head fixtures from **One Match** or **Home & Away** (two matches).

COMPETITION MENU

The Competition Menu with the following options is available inbetween the fixtures.

Go on to Next Match	Play your next match.
Matches	Check the fixtures of the competiton. The scores of the completed matches can be confirmed from here.
Standings	Check the current standings of the competition. The ranking also shows information such as wins, draws, losses, and point totals.
Teams	List the players on the team and their statistics. Press the L1 / R1 button to cycle through the teams.
Statistics	Check the leaders of each statistical category.
Competition Settings	Adjust the Competition Settings. Note that some settings cannot be changed once the competition is formatted.
Save Data	Manually save the competition you are playing.
Quit Competition	Exit the Competition.
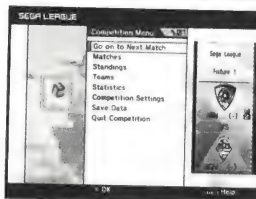
COMPETITIONS

☺ REGULATIONS OF LEAGUE COMPETITIONS

The following chart provides a quick reference to the regulations of the respective leagues.

NOTE: The actual names and/or regulations of the league may vary.

All of the fixtures of the Domestic League are decided in a 90 minute match with no extra time or PK shootout. The point totals of the team is added when the team wins (3 pts.) or draws (1 pt.) a match. Also, a maximum of three players can be used for substitution per team in the fixture.

❶ LEAGUE	Premier Division	French League Div. 1	1st German League
Teams	20	20	18
Matches	Round robin H&A (38)	Round robin H&A (38)	Round robin H&A (34)
Standings	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored
Demotion	Bottom 3 – relegated	Bottom 3 – relegated	Bottom 3 – relegated
Foul Cards	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 3rd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.

❷ LEAGUE	Italian League A	Spanish League 1st Div.	1st Dutch League
Teams	20	20	18
Matches	Round robin H&A (38)	Round robin H&A (38)	Round robin H&A (34)
Standings	Based on point totals. Teams are tied for the same place if they have the same number of points.	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored
Demotion	Bottom 3 – relegated	Bottom 3 – relegated	Bottom 3 – relegated
Foul Card	*4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.

*In the **Italian League**, the number of YC is accumulative up to the 10th card. The second suspension is given when the player receives the 7th card, and the third suspension on the 9th card, and fourth suspension on the 10th. When the player is issued with the 10th card, the number of YCs will reset to zero.

❸ LEAGUE	Champions Division	French League Div. 2	2nd German League
Teams	24	20	18
Matches	Round robin H&A (46)	Round robin H&A (38)	Round robin H&A (34)
Standings	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored
Promotion	Top three teams automatically promoted	Top three teams automatically promoted	Top three teams automatically promoted
Demotion	Bottom 3 – relegated	Bottom 3 – game over	Bottom 4 – game over
Foul Card	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 3rd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.

❹ LEAGUE	Italian League B	Spanish League 2nd Div.	2nd Dutch League
Teams	22	22	20
Matches	Round robin H&A (42)	Round robin H&A (42)	Round robin H&A (36)
Standings	Based on point totals. User team(s) is favoured when two or more teams are tied for the same place.	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored
Promotion	Top three teams automatically promoted	Top three teams automatically promoted	Top three teams automatically promoted
Demotion	Bottom 4 – game over	Bottom 4 – game over	Dead last – game over
Foul Card	*4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.

*In the **Italian League**, the number of YC is accumulative up to the 10th card. The second suspension is given when the player receives the 7th card, and the third suspension on the 9th card, and fourth suspension on the 10th. When the player is issued with the 10th card, the number of YCs will reset to zero.

❺ LEAGUE	English League 1	English League 2	Custom League
Teams	24	24	4/8/12/16/20/24
Matches	Round robin H&A (46)	Round robin H&A (46)	Round robin H&A / Round robin one match
Standings	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored	1.) point totals 2.) goal difference 3.) goal scored
Promotion	Top three teams automatically promoted	Top four teams automatically promoted	None
Demotion	Bottom 4 – relegated	Bottom 4 – game over	None
Foul Card	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 5th YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 4th YC – suspended for next match. One RC or two YC in a match – suspended for next match.

⚽ REGULATIONS OF CUP COMPETITIONS

The following chart provides a quick reference to the regulations of the cup competitions.

NOTE: The actual names and/or regulations of the cup may vary.

Fixtures for the preliminary rounds (group stage) are decided in a 90 minute match with no overtime or PK shootout. The standings of the group stage is determined by point totals – the regulation regarding the standings is the same as the Custom League (see above chart). Also, a maximum of three players can be used for substitution per team in the fixture.

❶ CUP	English Cup	French Club Cup	German Club Cup
Teams	32	32	32
Stages	Knockout (one match)	Knockout (one match)	Knockout (one match)
Extra Time	Normal (15 min. half); if still tied – PK match	Normal (15 min. half); if still tied – PK match	Normal (15 min. half); if still tied – PK match
Foul Card	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.

COMPETITIONS

❷ CUP	Italian Club Cup	Spanish Club Cup	Dutch Club Cup
Teams	24	32	26
Stages	Knockout (H&A)	1st Rounds & Finals are determined by one match – rest are H&A	Knockout (one match)
Extra Time	*Normal (15min. half); if still tied – PK match	*Normal (15min. half); if still tied – PK match	Normal (15 min. half); if still tied – PK match
Foul Card	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.

❸ CUP	European League	European Club Cup	Custom Cup
Teams	32	32	4/8/12/16/20/24/28/32
Stages	Group Stage: 8 groups Knockout: H&A (Finals in one match)	Knockout: H&A (Finals in one match)	Knockout Only or have both Group Stage and Knockout Stage
Extra Time	*Normal (15min. half); if still tied – PK match	*Normal (15min. half); if still tied – PK match	*Normal (15 min. half); if still tied – PK match
Foul Card	3rd YC – suspended for next match. After the first suspension, every 2nd YC will result a suspension. One RC or two YC in a match – suspended for next match.	3rd YC – suspended for next match. After the first suspension, every 2nd YC will result a suspension. One RC or two YC in a match – suspended for next match.	Every 2nd YC – suspended for next match. One RC or two YC in a match – suspended for next match.

*Extra time will not take place for any home & away matches, unless, the number of goals (of both matches) and the number of away goals are even for both teams at the end of the second match. (Only for the competitions with an asterisk in EXTRA TIME.)

⚽ REGULATIONS OF INTERNATIONAL CUPS

All of the competitions in the International Cup are basically similar in terms of regulations, except for the teams and the number of teams participating in the competition. The player is suspended on every second YC he receives, and one YC is discarded when the team qualifies to the knockout stage.

NOTE: The actual names and/or regulations of the cup may vary.

With the exception of the **African** and **Asia-Oceania National Cup**, there will be a preliminary stage (one match group league with no extra time) to narrow down the contenders of the single match knockout stage. Note that there is a match to determine the third place team, expect for the **Euro National Cup** and the **American National Cup**.

PLAYER MODE

Develop your very own player through a simulation-action mode with a variety of events and playable games. Practice hard and increase your player's skills as well as maintaining a mutual relationship with your club. Also remember to manage their physical and mental condition which will effect the overall development of your player. You are given a maximum of six seasons to fully develop your player, but beware, this mode can be cut short if your club is demoted from the second league.

NEW GAME

Select a league, a club, and a position of your choice, then edit the initial profile of your player before you kickoff the Player Mode.

▌PLAYER EDIT

Fix the appearance of the player from the Player Edit menu by using the following settings. When the editing is completed, highlight **OK** and press the ❽ button.
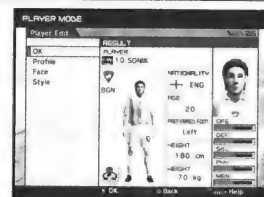
|	
Profile	Change the player's Nationality, Name, Physique settings.
Face	Modify the player's facial features.
Style	Choose the details of the player's appearance, such as the colour of the shoes and the style of shirt he wears.

▌SELECT KEYWORD / CONFIRMATION

Select a keyword that best describes your player's characteristics for all five categories. The combination of keywords will affect the outcome of your player. Evaluate the effects of the keywords you have chosen from the chart displayed in the bottom right of the screen. When all five words are selected, highlight **OK** and press the ❽ button.
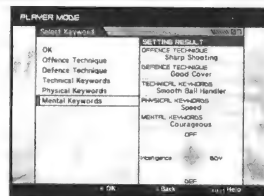
Next, the Edit Confirmation Screen will display your player's initial profile, including the parameters of the player's skills. Press the **L1** / **R1** button to cycle through the parameters and review the results. If you are not satisfied with the results, use the ❷ button to return to the previous screens to adjust any of the settings, otherwise, press the ❽ button to get started with the mode.

PLAYER MODE

MAIN SCREEN

Here is the main screen of the Player Mode where you make many of the decisions regarding your player. You are allowed to pick one action per turn (week) – choose **Practice**, **Rest**, or **Going Out** from the left menu items. Select **System** from the menu to save/load the game, or exit this mode.

❶ Current Season/Month/Week

❷ Total Money

❸ Command Options

❹ Ego Gauge

    Negative (right half): Defensive-minded
    Positive (left half): Offensive-minded

❺ Team Relation Gauge

    Affects the overall performance of your club.

❻ Motivation Gauge

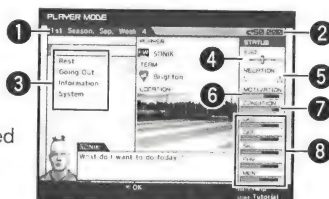   This gauge must be filled in order to play a mini-game of your training.

❼ Condition Gauge

    Decreases every time the player takes part in a practice or a fixture. Vulnerable to injuries when the gauge is low.

❽ Basic Skill Gauges

    Five gauges that display the overall level of offence (OFE), defence (DEF), skill (SKL), physical (PHY), and mental (MEN).

∎ PRACTICE

To develop your player through playable practice games in the area of your interests – **Offence**, **Defence**, **Skill**, **Speed**, **Power**, **Relation**. At the conclusion of every practice, a quick report on the player's parameter and skills will be displayed. Note that this option is unavailable during the Christmas break and the off-season period.
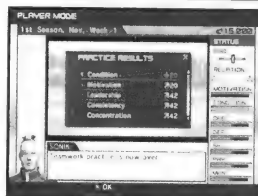
Selecting Practice when the Motivation Gauge is completely full, you'll have a chance to level up your player through your choice of Training Game (p.31). Please read the instructions of your training to successfully clear the game.

Additionally, the player will be prone to injuries or even suspended if you allow him to practice when the Condition Gauge is very low.

PLAYER MODE

∎ REST

Take a rest to recover your player from a negative physical or mental condition. Resting in the comfort of the player's Home will fully replenish the Condition Gauge. You can also visit various clinics to get your player's condition checked up and treated for a fair fee.

|	
Medical treatment	Heal the player's injuries.
Counselling	Recovers and sustains the Motivation Gauge.
Meditation	Neutralise the excessive ego (balance the Ego Gauge).
Self-development training	Neutralise the repressed ego (balance the Ego Gauge).

∎ GOING OUT

Activities off the field may be just what your player needs to get out of a rut. Select **Play** to interact and make relationships with different people at various places and events. Until the player becomes known to the supporters and the general public, the list of people you can contact will be somewhat limited to your club.

Select **Shopping** and purchase gift items, football items or luxury items – only one item can be purchased per opportunity (turn). Football items increase the parameters; gift items are useful to make connections with special people who interest you, and luxury items will make a fashionable impression in public.
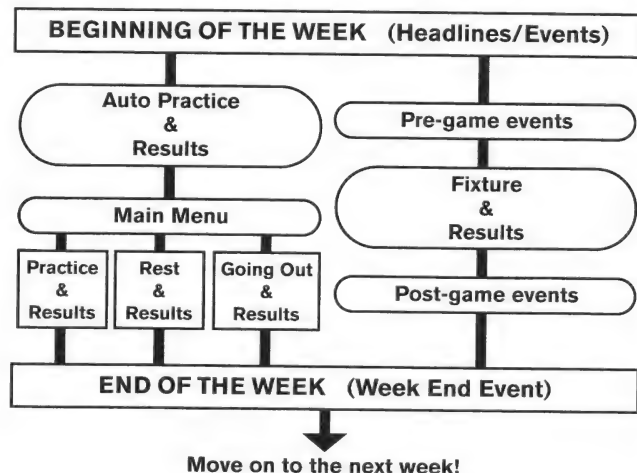
∎ INFORMATION

Check your player's **Parameters**, **Items**, and **Schedule** before you decide your next action. Use the **L1** / **R1** button to browse through the information once the menu item is selected. This section is a great place to refresh the progress of your game if you've just returned to this mode.
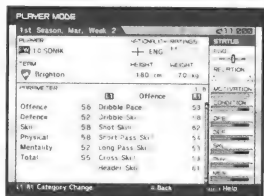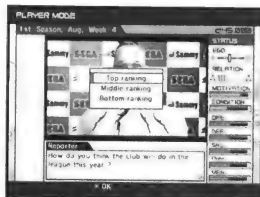
PLAYER MODE

GAME FLOW

Here are the basic options and flow of the Player Mode. There will be no fixtures or Auto Practice during the off season and the winter break.

```
BEGINNING OF THE WEEK   (Headlines/Events)

   Auto Practice              Pre-game events
        &
     Results                      Fixture
                                     &
     Main Menu                   Results

 Practice   Rest   Going Out
    &        &         &         Post-game events
 Results  Results   Results

END OF THE WEEK   (Week End Event)
```

Move on to the next week!

⚽ EVENTS

Basically there are two types of event that are present during the course of the season. One is a passive event which is more conditional and informational, such as an accident report or a post-game comment from your coach. But the other type is a responsive event where you will choose an answer from the given choice – for example an interview from the media or a decision regarding your player's contract and transfer offers.

⚽ REGISTERING YOUR PLAYER

When you complete the Player Mode, you are given the opportunity to register the player you've developed, allowing you to use him in matches in Exhibition Mode or Competitions. If you produced more than 23 original players from Player Mode, you must give up one player to make room for the new player. See p.34 on how to access your players out of the Player Mode.

TRAINING

Select **TRAINING** from the Main Menu to bring up the Training Selection Screen to select the following items.
The Controller Settings, Match Settings, and other team-related arrangements will be confirmed before you start the training.
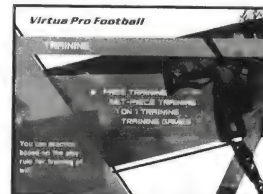
▮ FREE TRAINING

Use the entire pitch for a freestyle match. Your team will have possession of the ball every time the ball rolls out of bounds. When you are caught in an offside, the opponent will restart from their Goal Kick. Note that offside fouls will not be charged when there is only one player on the opposing side.

▮ SET-PIECE TRAINING

Setup your team and choose a set piece and practice as many times as you desire to perfect the execution of your plays. The play ends when your player scores a goal, Goalkeeper catches the ball, ball crosses the Touch Line or Goal Line, or when an opposing player clears or takes control of the ball.

▮ 1 ON 1 TRAINING

Immediately start from the 1 on 1 position to familiarise yourself with the actions in both offensive and defensive situations. The practice also allows you to control the player after the 1 on 1 move to get you comfortable with the continuity between the 1 on 1, and the play that follows in the normal camera position.

▮ TRAINING GAMES

There are six types of Training Games available which you are introduced to in the Player Mode. Every training game has a level of difficulty setting (this is stored in your System Data), and only the levels you've cleared in the Player Mode will be playable from this mode. Points will be credited every time you make a good play and successfully complete the objective to win the round. Win all of the rounds to earn the highest score of the ranking.

If you wish to keep your high scores of the mini games, the rankings must be saved when you exit the Training Games.
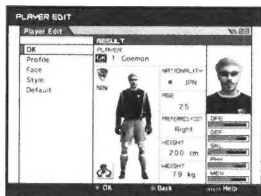
PLAYER EDIT

Upgrade your favourite players or team from **Player Edit**; or better yet, completely recreate a player by changing the player's name, physical appearance, and face. A maximum of 100 players can be edited, so go ahead and build the fantasy team you've been dreaming about!

PLAYER EDIT

Select **EDIT** from the Main Menu Screen and then choose **PLAYER EDIT** to bring up the following options.

Select the **Data Management** option if you need to load a different System Data (where your edited players are saved) or switch the Auto Save Settings. To start the editing process, first select **Player Selection**, then choose a player from the team roster.

When all of the editing is completed, you can save the System Data from Data Management before you exit Player Edit if you are not using the autosave feature. Select **OK** and press the ⊗ button to return to the Main Menu.

The result screen will display the player you've selected from the Player Selection Screen. The editing options as well as the actual editing process are the same as Player Edit in Player Mode (p.27), with the exception of player's parameters you can increase or decrease.

NOTE: Editing the faces of players who are represented in their real names and likeness cannot be modified by the same method as the player models with adjustable facial parts. The only method to return the face to its original form is to select **Default** from the result screen.

Additionally, if the number of Edit Players reaches 100, the only way to edit another player is to reset some of the edited players to their default state.

TEAM EDIT

Create a team from scratch by renaming the team and redesigning everything from the socks to the team's emblem with **Team Edit** You can also exchange players between any two club teams to rearrange the roster of your favourite clubs.

Select the **Data Management** option if you need to load a different System Data (where your edited teams are saved) or switch the Auto Save Settings.

TEAM EDIT

To edit a team, first select your team from Team Selection and enter the Team Edit screen with the following options. Please note that the **Shirt Number** and the **Stadium** are the only available options if you selected one of the officially licensed teams.
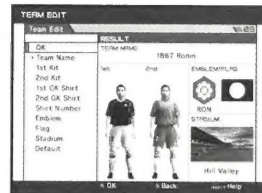
Team Name	Change the name and the three letter abbreviation of the team from the on-screen keyboard.
1st Kit / 2nd Kit	Edit the uniforms of the team by changing the design and colours of each kit item.
1st GK Kit/ 2nd GK Kit	Edit the goalkeeper's uniforms by changing the design and colours of each kit item.
Shirt Number	Change or swap the players' shirt numbers.
Emblem	Redesign the team emblem by choosing shapes and patterns of various sections and layers.
Flag	Change the patterns and colours of the team flag.
Stadium	Choose the home stadium of the team.
Default	Reset all of the above edit settings to the default form.

TEAM MODE

CHANGE PLAYERS

To start exchanging the players between two teams, select the two clubs from the Team Selection and bring up the players of the respective teams on the same screen (see below screen). Note that players you created in the Player Mode are also available for selection – open the **Develop Players** section from the Team Selection Screen and choose your player.

Next, select a player from the team listed on the left, then select a player from the right. Press the ● button if you need to check the parameter of the selected player.
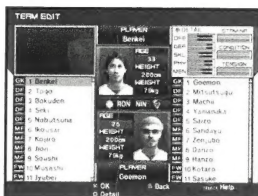
IMPORT YOUR CLUB FROM LET'S MAKE A SOCCER TEAM! ™

In Virtua Pro Football™, game data of the club you've developed in Let's Make a Soccer Team!™ (published by SEGA®) can be imported and used to play a match or even in customised league/cup competitions. Follow the below steps to load the data to this game.

1) Create a "Match Data" (100KB) within Let's Make a Soccer Team!™ from the Options in My Room.

2) Play this game using the Memory Card (8MB) (PlayStation®2) stored with the above file and find your club from the Team Selection of Exhibition, Custom League, or Custom Cup.

NOTE: The data cannot be imported if the club has less than 11 active players. If your club lists more than 23 players, the 24th and 25th players of the club are automatically cut from your roster.

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*Creative English re-writes

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HART 7

PlayStation.2
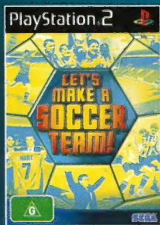
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